

MILLIONAIRE PARTY FORMS PACKET

Millionaire Party Rule 415(1) states, "The licensee shall be accountable for all cash, prizes, imitation money or chips, raffle tickets, charity game tickets, and numeral game tickets." The chairperson and all coordinators of the millionaire party should read and become familiar with the Millionaire Party Rules and the accountability requirements.

Accountability Requirements:

- 1. Limit chip sales on a single day of a millionaire party to \$15,000.
- 2. Account for all sales and redemptions.
- 3. Use all forms required by the bureau.
- 4. When merchandise is awarded as prizes, the chairperson shall maintain a list of all prizes and invoices of merchandise purchased.

Worker Definitions:

The CHAIRPERSON is in charge of the millionaire party.

The CONTROLLER maintains all chip and cash accountability.

A DOOR SELLER sells chips from stationary sales location and may collect admissions.

A FLOOR SELLER usually sells chips on the game floor and does not collect admissions.

A CASHIER redeems a player's chips for cash.

Forms: (On the back of each form are detailed instructions.)

The CHIPS OUT WORKSHEET is used by the controller to monitor chips issued for sale (not to exceed \$15,000).

The DOOR SELLER CONTROL LOG is used by the controller to reconcile a door seller's chip sales and admissions.

The FLOOR SELLER CONTROL LOG is used by the controller to reconcile a floor seller's chip sales.

The CASHIER CONTROL LOG is used by the controller to reconcile chips redeemed by a cashier.

The WORKERS SERVICE RECORD is used by the chairperson to record all workers and any compensation received.

The DAILY CASH ACCOUNTABILITY is completed at the end of each day of the event. It enables the chairperson to balance the cash on hand at the end of the event day.

Controls:

We recommend the use of chip trays.

Each chip and cash transaction shall be verified and initialed by the seller or cashier with whom the transaction is being made.

When admission is charged, each player shall be issued a consecutively numbered admission ticket.

Chips with Admission:

To simplify the record keeping requirements, it is recommended that the licensee not include chips with the admission price. If the licensee chooses to include chips with admission, the following are required:

- 1. The value of chips included with admission shall **not** exceed the admission price.
- 2. The value of chips included with admission shall be accounted for on the CHIPS OUT WORKSHEET.
- 3. Account for actual admission under Admission Price on the DOOR SELLER CONTROL LOG (actual admission = cost of admission **minus** value of chips included).

Raffle, Charity Game, and Numeral Game Tickets:

Raffle, charity game, and numeral game tickets may be sold under a millionaire party license. If tickets are sold, the licensee must read and become familiar with the applicable rules. We recommend using separate sellers for raffle, charity game, and numeral game tickets.



Millionaire Party CHIPS OUT WORKSHEET

(maintained by the controller)

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Controller Name	Event Date
Organization Name	License Number

		CHIPS ISSUE	D TO SELLER	R		CHIPS R	ETURNE	ED FRC	M SEL	LER.
Seller Name	Value of Chips Issued	Accumulated Total	Seller Name	Value of Chips Issued	Accumulated Total	Seller Nam	Final	l Chips Hand	Accur To	mulated otal
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Total CHIPS ISSUED TO SELLER(s) less total CHIPS RETURNED FROM SELLER(s) cannot exceed \$15,000.

CHIPS OUT WORKSHEET INSTRUCTIONS

The controller uses this form to monitor chips available for sale. Act 382 of the Public Acts of 1972, as amended, states in section 10a(d), "A qualified organization shall not receive more than \$15,000.00 in exchange for imitation money or chips in 1 day of a millionaire party."

Have enough copies of this form ready for each day of the event. The event information section at the top of each form should be completed prior to the start of the event.

During the event,

CHIPS ISSUED

The controller issues chips to a seller and logs the Seller Name and Value of Chips Issued. The Accumulated Total chips issued to seller must be monitored.

CHIPS RETURNED

When a seller returns unsold chips to the controller, the controller logs the Seller Name and Final Chips on Hand in brackets. The Accumulated Total chips returned from seller must be monitored.

Chips available for sale can be determined at any time by subtracting the accumulated total of chips returned from the accumulated total of chips issued.



Millionaire Party DOOR SELLER CONTROL LOG

(maintained by the controller)

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Controller Name						Event Date		
Organization Name						License Number		
Seller Name		Start Cash	Seller Initials	Next Available Ad Beginning of Shift	mission Ticket # End of Shift	# of Players	Admission Price	Total Admission
Value of Chips Issued *	Seller Initials	Cash Collected	Seller Initials	BALANCE SELLE 1. Final Chips on F 2. Total Cash Colle 3. Total (add lines 4. Total Value of C 5. Start Cash 6. Total Admission	Hand * ected 1 & 2) Chips Issued			
Total		Final Cash on Hand Total		7. Total (add lines 8. Discrepancy (if Seller Initials 9. Revenue (subtr	any) (subtract	line 2))	
Seller Name		Start Cash	Seller Initials	Next Available Ad Beginning of Shift	mission Ticket # End of Shift	# of Players	Admission Price X	Total Admission
Value of Chips Issued *	Seller Initials	Cash Collected	Seller Initials	BALANCE SELLE 1. Final Chips on F 2. Total Cash Colle 3. Total (add lines 4. Total Value of C 5. Start Cash 6. Total Admission 7. Total (add lines 8. Discrepancy (if Seller Initials 9. Revenue (subtr	Hand * ected 1 & 2) Chips Issued 4 - 6) any) (subtract			
Total		Total		10. Chips Sold at D				

COMPLETION: Required.
PENALTY: Failure to complete this form may result in administrative action.

^{*} Post Value of Chips Issued and Final Chips on Hand amounts to the CHIPS OUT WORKSHEET.

DOOR SELLER CONTROL LOG INSTRUCTIONS

The controller uses this form to monitor chip sales and/or admissions that occur at a stationary sales location.

Have enough copies of this form ready for each day of the event. The event information section at the top of each form should be completed prior to the start of the event.

Prior to the seller's shift,

The controller issues Start Cash to the seller and logs the amount. The seller verifies and initials for that amount.

The controller issues chips to the seller and logs the amount as Value of Chips Issued. The seller verifies and initials for that amount. The controller posts amount to the CHIPS OUT WORKSHEET.

If admission is charged, the controller determines the first admission ticket to be issued and logs the ticket number as Next Available Admission Ticket #. Enter the Admission Price.

During the event,

Whenever more chips are issued to the seller, the controller logs the Value of Chips Issued and has the seller initial for that amount. The controller posts the amount to the CHIPS OUT WORKSHEET.

The seller sells chips to players. As necessary, the controller collects cash from the seller.

As cash is collected from the seller, the controller logs the Cash Collected and has the seller initial for that amount.

At the end of the seller's shift,

The controller collects Final Cash on Hand, logs that amount, and has the seller initial for that amount.

BALANCE SELLER

The controller balances the seller's transactions in the seller's presence.

- 1. Count and enter the Final Chips on Hand. Post Final Chips on Hand to CHIPS OUT WORKSHEET.
- 2. Compute the Total Cash Collected amount and forward to line 2.
- 3. Add lines 1 and 2.
- 4. Compute the Total Value of Chips Issued and forward to line 4.
- 5. Enter Start Cash amount.
- 6. Calculate Total Admission.
 - a. Indicate the Next Available Admission Ticket # at the end of the seller's shift.
 - b. Subtract the Beginning of Shift number from the End of Shift number for # of Players.
 - c. Multiply # of Players by Admission Price for Total Admission and enter amount on line 6.
- 7. Add lines 4 6.
- 8. Subtract line 7 from line 3 and enter any Discrepancy. Have seller initial for that amount.
- 9. Subtract line 5 from line 2 and enter Revenue.
- 10. Subtract line 1 from line 4 and enter Chips Sold at Door.



Millionaire Party FLOOR SELLER CONTROL LOG

(maintained by the controller)

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Controller Name							Event	Date	
Organization Name							Licens	se Number	
Seller Name	1. Value o Chips Issue	of Selle ed* Initial	r 2. F	inal Chips on Hand*	3. Chips Sold on Floor (Col 1 - Col 2)	4. Cash Collected	5. E	Discrepancy ol 4 - Col 3)	Seller Initials
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* Post Value of Chips Issued and Hand amounts to the CHIPS OUT	Final Chips of WORKSHEET	n T.			Total	Total	Total		
START CASH ISSUED	T			1 -				I	
Seller Name		Amount	Ret'd (✓)		Seller Name			Amount	Ret'd (✓)

FLOOR SELLER CONTROL LOG INSTRUCTIONS

The controller uses this form to monitor chip sales for sellers who do not collect admission. Typically, these sales take place on the game floor.

Have enough copies of this form ready for each day of the event. The event information section at the top of each form should be completed prior to the start of the event.

Prior to the seller's shift,

If a seller requires start cash, enter Seller Name and Amount in the START CASH ISSUED section.

During the event,

As chips are issued to the seller, the controller enters the Value of Chips Issued, and has the seller initial for that amount. The controller posts the amount to the CHIPS OUT WORKSHEET.

BALANCE SELLER

Whenever a seller needs more chips or when the seller's shift is over, the controller must balance the seller's transactions in the presence of the seller.

- 1. Count and enter the Final Chips on Hand. Post amount to CHIPS OUT WORKSHEET.
- 2. Subtract column 2 from column 1 and enter Chips Sold on Floor.
- 3. If end of sellers shift, collect any Start Cash Issued and check (✓) Ret'd column.
- 4. Collect cash received from chips sales and enter the amount in Cash Collected column.
- 5. Subtract column 3 from column 4 and enter any Discrepancy. Have seller initial for that amount.

After the day's event,

The controller computes totals for Chips Sold on Floor, Cash Collected, and Discrepancy.



Millionaire Party CASHIER CONTROL LOG

(maintained by the controller)

Page	of Day	

Controller Name				Event Date	
Organization Name				License Number	
Cashier Name				·	
Cash Issued	Cashier Initials	Value of Redeemed Chips Collected	Cashier Initials	BALANCE CASHIER 1. Final Cash on Hand	
				Total Redeemed Chips Collected (redemptions)	
				3. Total (add lines 1 & 2)	
				4. Total Cash Issued	
		Final Chips on Hand		5. Discrepancy (if any) (subtract line 4 from Cashier Initials	line 3)
Total		Total		6. Cash Payout (subtract line 1 from line 4)	
Cashier Name					
Cash Issued	Cashier Initials	Value of Redeemed Chips Collected	Cashier Initials	BALANCE CASHIER	
				Final Cash on Hand	
				Total Redeemed Chips Collected (redemptions)	
				3. Total (add lines 1 & 2)	
				4. Total Cash Issued	
		Final Chips on Hand		 Discrepancy (if any) (subtract line 4 from Cashier Initials 	line 3)
Total		Total		6. Cash Payout (subtract line 1 from line 4)	

COMPLETION: Required.
PENALTY: Failure to complete this form may result in administrative action.

CASHIER CONTROL LOG INSTRUCTIONS

The controller uses this form to monitor the amount of cash issued to the cashier and the value of chips collected from the cashier.

Have enough copies of this form ready for each day of the event. The event information section at the top of each form should be completed prior to the start of the event.

Prior to the cashier's shift,

The controller issues cash to the cashier for the purpose of redeeming players' chips. The amount of cash is logged as Cash Issued. The cashier verifies and initials for that amount.

During the event,

Whenever a cashier needs more cash, the controller logs the amount of Cash Issued and has the cashier initial for that amount.

The cashier redeems players' chips for cash. As necessary, the controller collects chips from the cashier.

As chips are collected from the cashier, the controller logs the Value of Redeemed Chips Collected and has the cashier initial for that amount.

At the end of the cashier's shift,

The controller collects Final Chips on Hand, logs that amount, and has the cashier initial for that amount.

BALANCE CASHIER

The controller balances the cashier's transactions in the cashier's presence.

- 1. Count and enter the amount of Final Cash on Hand.
- 2. Calculate the Total Value of Redeemed Chips Collected amount then forward to line 2.
- 3. Add lines 1 and 2.
- 4. Calculate the Total Cash Issued amount then forward to line 4.
- 5. Subtract line 4 from line 3 and enter any Discrepancy. Have cashier initial for that amount.
- 6. Subtract line 1 from line 4 and enter Cash Payout.



WORKERS SERVICE RECORD

All rules governing worker compensation shall be adhered to when completing this form. Review the following rules to ensure compliance: Bingo Rule 326 and 327; Millionaire Party Rule 412 and 413; Raffle Rule 516; Charity Game Rule 617; and Numeral Game Rule 714.

Organization Name		Organization	n ID Number	License Number
		Worker Title		
Signature	Printed Name	e.g., chairperson.	Amo	
J.g. is.u.	. IIII.ou I Iaii.io	e.g., chairperson, recordkeeper, worke	_{er} Pai	d Worked
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Signature of Chairperson	Date Sign	ature of Witness		Date

COMPLETION: Required. PENALTY: Failure to complete this form may result in administrative action.



Millionaire Party DAILY CASH ACCOUNTABILITY

Organiza	tion Name	0 ' " IDAL I	L. N. L.	Event Data				
Organiza	tion Name	Organization ID Number	License Number	Event Date				
Compu	te the following after each day's event.							
1.	1. Start Cash							
Million	aire Party							
2.	Total the Revenue from line 9 of all DOOR SELLER CONTROL LOG(s)							
3.	Total the Total Cash Collected from column 4 of all FLOOR SELLER CONTROL LOG(s)							
4.	Millionaire Party Total Cash (add lines 2 & 3)							
5.	Total the Cash Payout from line 6 of all CASHIER CONTROL LOG(s)							
6.	Millionaire Party Cash Proceeds (subtract line 5 from line 4))						
Raffle -	Tickets (if sold)							
7.	Ticket Sales (during the event)							
8.	Cash Prizes							
9.	Raffle Cash Proceeds (subtract line 8 from line 7)							
Charity	Game Tickets (if sold)							
10.	Ticket Sales							
11.	Prizes							
12.	Charity Game Ticket Cash Proceeds (subtract line 11 from	line 10)						
Numer	al Game Tickets (if sold)							
13.	Ticket Sales							
Recon	cile Cash							
14.	Net Proceeds (add lines 6, 9, 12, & 13)	· · · · ·						
15.	Start Cash (if deposited)							
16.	Worker Compensation (paid in cash)							
17.	Calculated Deposit (add lines 14 & 15, subtract line 16)							
18.	Actual Deposit							
19.	Discrepancy (subtract line 18 from line 17)							
Signature	of Recordkeeper Sie	gnature of Chairperson						
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DAILY CASH ACCOUNTABILITY INSTRUCTIONS

The chairperson completes this form immediately following the event to reconcile cash and determine the amount of cash for deposit.

Following the event,

1. Enter the amount of start cash.

MILLIONAIRE PARTY

- 2. Total and enter the amounts from line 9 of all DOOR SELLER CONTROL LOG(s).
- 3. Total and enter the total amount from column 4 of all FLOOR SELLER CONTROL LOG(s).
- 4. Add lines 2 and 3.
- 5. Total and enter the amounts from line 6 of all CASHIER CONTROL LOG(s).
- 6. Subtract line 5 from line 4 for the current day's Millionaire Party Cash Proceeds.

RAFFLE TICKETS

- 7. Enter the total amount of cash collected from raffle ticket sellers during the current day of the event.
- 8. Enter the amount of cash raffle prizes paid during the current day of the event.
- 9. Subtract line 8 from line 7 for the current day's Raffle Cash Proceeds.

CHARITY GAME TICKETS

- 10. Enter the total amount of cash collected from charity game ticket sellers during the current day of the event.
- 11. Enter the amount of prizes paid for charity game tickets during the current day of the event.
- 12. Subtract line 11 from line 10 for the current day's Charity Game Proceeds.

NUMERAL GAME TICKETS

13. Enter the total amount of cash collected from numeral game ticket sellers during the current day of the event.

RECONCILE CASH

- 14. After workers have been paid, count the total cash. (This amount includes any start cash and all cash generated by the licensed activities.) Enter this amount as Actual Cash on Hand.
- 15. Add lines 1, 6, 9, 12, and 13 and enter Gross Cash.
- 16. Enter the amount of cash paid to workers.
- 17. Subtract line 16 from line 15 and enter Expected Cash.
- 18. Subtract line 17 from line 14 and enter any Discrepancy. **NOTE**: Any discrepancies reflected here are not related to discrepancies indicated on the other forms.
- 19. Enter the amount of cash to be used for the next day's start cash (if any).
- 20. Subtract line 19 from line 14. Indicate the amount of cash that will be deposited immediately following the event.
 NOTE: All Actual Cash on Hand must be deposited with the exception of any cash to be used for the next day's start cash. A separate deposit should be made for all non-gambling proceeds.